Claims:

26. **(NEW)** A method for a plurality of reporters collectively self-organized, to share the task of role selection, information discovery, information reporting and information aggregation of team-member activity that is causal to team achievement in a COMPETITIVE ENVIRONMENT, comprising:

a) guiding REPORTERs on how to integrate their information gathering activities to achieve the goal of reporting all aspects of team-member activity that are causal to team-achievement by signup commitment means;

b) creating a common perspective among the plurality of REPORTERs by team-member interaction protocol means to guide reporters' collective discovery of valued team-member interactions;

c) creating among the plurality of REPORTERs, consistent measuring and valuing of team-members' contributions by team goal achievement value system means;

d) recording plural reports and selecting a representative aspect report from each set of redundant reports; and

e) aggregating said representative reports to create composite reports, storing and retrieving them from a database.

27. **(NEW)** The method of Claim 26, further comprising:

    e) deterring hostile attempts to report false data by filter means (FIG. 5).

28. (NEW) The method of claim 27, further comprising

refining reporting skills by re-enforcement learning

means (FIG. 1) including:

a) apprising reporter of reporting accuracy in

relation to a standard by report quality feedback

means;

b) establishing a reporter's reputation for reporting

by proficiency skill level means; and

c) sharing reporters' knowledge and observations by

collaboration means.

29. (NEW) The method of claim 28, wherein the boundary of

the CONTEST is extended to include REPORTERs as

participants in the on-going CONTEST by providing

PLAYERs with real-time feedback of the effectiveness

of their actions, further comprising:

d) integrating and reporting of CONTEST analysis to

CONTEST PLAYERs for their re-enforcement learning to

guide their action choices during a CONTEST(FIG. 6).

30. (NEW) The method of claim 29, wherein PLAYERs rely

solely on peer-to-peer collaboration in their pursuit

of the team goal; and further, said reporting is

accomplished by the PLAYERs themselves (FIG. 12).

31. (NEW) The method of claim 28, further comprising developing refinements to existing ASPECTs or discovering additional valuable ASPECTs previously not uncovered, for modification of the reporting measurement rules by reporter collaboration means.

32. (NEW) A system for a plurality of reporters collectively self-organized, to share the task of role selection, information discovery, information reporting and information aggregation of team-member activity that is causal to team achievement in a COMPETITIVE ENVIRONMENT, comprising:

a) signup commitment means for guiding REPORTERs on how to integrate their information gathering activities to achieve the goal of reporting all aspects of team-member activity that are causal to team achievement;

b) team-member interaction protocol means for creating a common perspective among the plurality of REPORTERs to guide reporters' collective discovery of valued team-member interactions;

c) team goal-achievement value system means employed by the plurality of REPORTERs to create consistent measuring and valuing of team-members' contributions;

d) means for recording plural reports and selecting a representative aspect report from each set of redundant reports; and

e) means for aggregating said representative reports to create composite reports, storing and retrieving them from a database;

33. (NEW) The system of Claim 32, further comprising:

   e) deterring hostile attempts to report false data by filter means (FIG. 5).

34. (NEW) The system of claim 33, further comprising refining reporting skills by re-enforcement learning means   (FIG. 1) including:

   a) apprising reporter of reporting accuracy in relation to a standard by report quality feedback means;

   b) establishing a reporter's reputation for reporting by proficiency skill level means; and

   c) sharing reporters' knowledge and observations by collaboration means.

35. (NEW) The system of claim 34, wherein team-menber actions are contested by one or more competing teams and the boundary of the CONTEST is extended to include REPORTERs as participants in the on-going CONTEST by providing PLAYERs with real-time feedback of the effectiveness of their actions, further comprising:

   d) integrating and reporting of CONTEST analysis to CONTEST PLAYERs for their re-enforcement learning to guide their action choices during a CONTEST(FIG. 6).

36.   **(NEW)** The system of claim 35, wherein PLAYERs rely solely on peer-to-peer collaboration in their pursuit of the team goal; and further, said reporting is accomplished by the PLAYERs themselves (FIG. 12).

37.   **(NEW)** The system of claim 34, further comprising developing refinements to existing ASPECTs or discovering additional valuable ASPECTs previously not uncovered, for modification of the reporting measurement rules by reporter collaboration means.